

Possible order for working to create your Scratch Video Game

Remember to watch the videos in Moodle for help.

1. Create your backgrounds (use your planner; 5-6 backgrounds are needed)
2. Create your buttons: start, instructions (and maybe a 'play again' button)
3. Create sprites
 - a. For Pong games this is the paddle and ball (possibly bricks too)
 - b. For Snack-Man games this is your main character, ghosts, your maze, and just one piece to be eaten
4. With steps 1-3 done you should be able to program your game so that it will start, the buttons work to go to the game screen.
5. Create your variables: Score and Lives
6. Program the game to use the variables to Win or Lose the game.
7. Set up a button so that players can play again. Either show the start button again or show a new button such as Restart, or Play Again.

That's your basic game. Now it's up to you to go back and make it unique.
Good Luck!